

## **5375, MSD Wayne Township**

### **PROJECT ABSTRACT**

The Lynhurst 7th and 8th Grade Center has a student population of over 1100 students. According to data from the Indiana Department of Education database, 56% of the seventh grade students passed English/language arts and only 49% of the eighth grade students passed English/language arts in 2008. Math scores are better at the seventh grade level, but show a significant drop at the eighth grade level. It is evident that reform is needed to improve student learning as measured by ISTEP. The funding from this grant will provide the resources for making these necessary changes. Through this grant opportunity, students will be more deeply engaged through technology as Wayne Township develops 21st Century classrooms, benefiting all students at the Lynhurst Center.

Wayne Township's application for LEARNING TECHNOLOGIES funding coincides with several important infrastructure changes throughout the district. Grant funds for technology will take advantage of the momentum of the district's transitions in terms of curriculum writing and leadership. First, Wayne Township is implementing project-based learning (PBL), supported by PBL coaches, throughout the district. In this Ed Tech project at the Lynhurst Center, technology will be integrated into project based lessons designed to make learning more engaging and meaningful for students. Evidence indicates that implementing effective integration of technology into daily instruction can create more engaging, relevant learning environments. Marzano (2009) studied the impact of Promethean's ActivClassroom technology and found that classrooms that used this technology showed a 17 % gain in student learning (Marzano, 2009). Our vision for creating engaging, 21st Century classrooms is to infuse the Promethean ActivClassroom components (Whiteboard, wireless slate, response pad system) as well as other technologies into curriculum that is more student-centered and authentic. Several technology tools are planned for scaffolding students skills of critical problem-solving, decision-making, and communication of ideas. These digital media tools include data projectors, sound field systems, and video players as well as Ignite! Software. Research supports that classrooms using Ignite! Software increased their learning by almost twice as much as those who did not use the software (ISTE-JRTE, 2006). In addition to these media, wireless Netbooks and mp3 players will enable mobile learning through podcasts and other digital media. A video production suite will be established for students to develop innovative digital projects that provide formative and summative assessments, not only of technology proficiency but also information literacy and content knowledge. Consistent and sustained professional development will be employed to ensure the effective integration of technology as well as curriculum and assessment reforms.

Through appropriate technology integration, students and teachers will acquire the knowledge, skills, and experience to choose which technology tools are best used meet the lesson goals and project needs. The grant project will provide students with opportunities to communicate their learning through a variety of performance products including digital stories, podcasting, Web 2.0 applications and videoconferencing. These products will improve information literacy as well as content area knowledge in all four core subject areas. Students will use technology to innovate, collaborate, and present their projects in methods that align with 21st Century Skills.

As a result of this grant project, student engagement will be enhanced resulting in increased student learning and improved performance on the ISTEP exam, specifically in the area of language arts. An external evaluator will be contracted to collect and report formative and summative data in alignment with the goals of our grant.